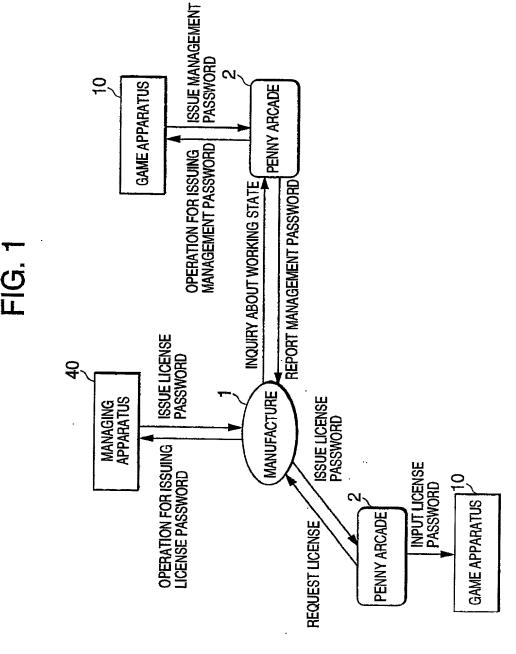
The first street of the street



1/11

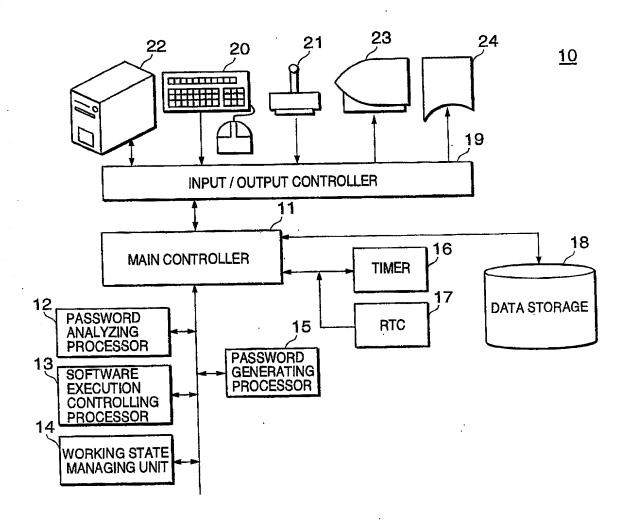


FIG. 2

. . . . . . . .

FIG. 3 52 50 <u>40</u> 45 INPUT / OUTPUT CONTROLLER 41 MAIN CONTROLLER 44 42 43 PASSWORD GENERATING PROCESSOR **PASSWORD** ANALYZING PROCESSOR **MANAGEMENT** DATABASE

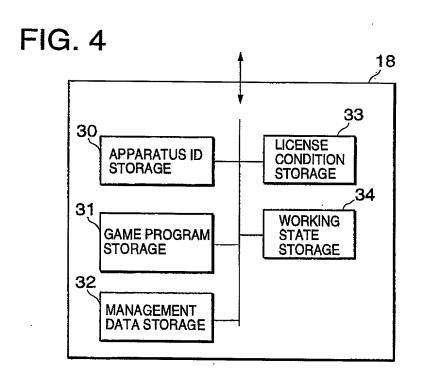


FIG. 5

APPARATUS ID	PENNY ARCADE INFORMATION	CURRENT LICENSE CONDITION	PAST LICENSE CONDITION	WORKING STATE
001	AOYAMA PENNY ARCADE	JAN. 1 , 2000 TO DEC. 31 , 2001	NO	15,000 YEN 3000 PLAYING TIMES
002	AKASAKA GAME SPOT	JUN. 1 , 2000 TO JUN. 30 , 2000	NO	250,000 YEN 2500 PLAYING TIMES
•	:	:	•	:
0999	KOBE GAME LAND	FEB. 1 , 2000 TO DEC. 31 , 2000	JAN. 1 , 1999 TO JAN. 31 , 1999	10,000 YEN 100 PLAYING TIMES

FIG. 6

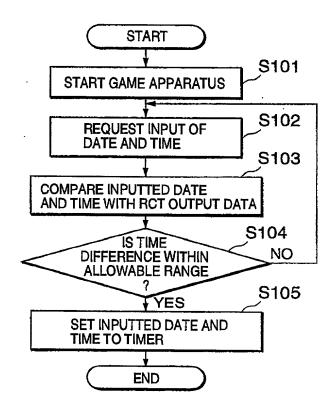


图 040/004

FIG. 7

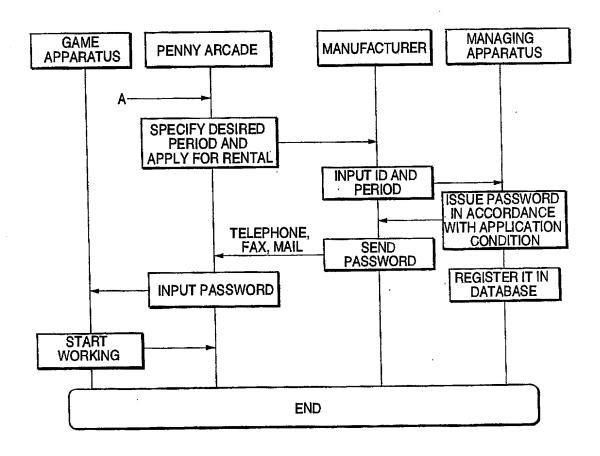
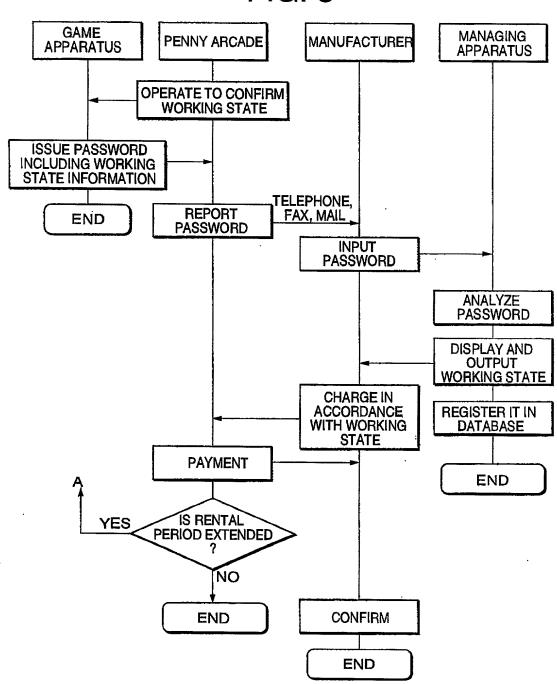
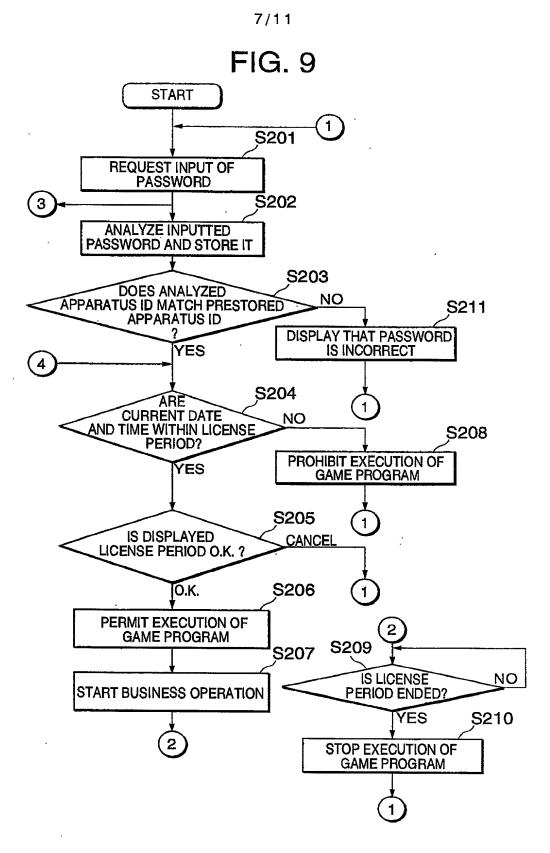


FIG. 8





## FIG. 10

INPUT GAME APPARATO	JS ID AND PERIOD
GAME APPARATUS ID:	AZD — D43— 521— 150
START:	2000 YEAR 06 MONTH 01 DAY
END:	2000 YEAR 06 MONTH 30 DAY
~•O•~~•O• ~	LOWS
PASSWORD:	A000265411
	·

## FIG. 11

INPUT PASSWORD	·
PASSWORD:	A000265411
CONFIRM YOUR RENT	~~~ • O • ~~ • O • ~~ • O • ~~
OON INW TOOK NEW	AL CONTENTS
MODEL:	DANCE DANCE REVOLUTION
START:	2000 YEAR 06 MONTH 01 DAY
END:	2000 YEAR 06 MONTH 30 DAY
SELECT O.K. WHEN TH WHEN IT IS INCORREC' WITH NEAREST SALES	IE RENTAL STARTING / ENDING DAY IS CORRECT. T, PLEASE PUSH CANCEL AND MAKE CONTACT OFFICE.
	O.K. CANCEL

## FIG. 12

PASSWORD INDICATIVE	OF CURRENT WORKING STATE
PASSWORD:	C000265411
DI FACE INFORM THE ABOV	/F DAGGWODD TO ALFADEGT OALFO OFFICE
· PLEASE INFORM THE ABOV	E PASSWORD TO NEAREST SALES OFFICE.
	•

FIG. 13

INPUT PASSWORD PASSWORD:	C000265411
	~~~•0•~~~•0•~~
WORKING STATE BAS	ED ON PASSWORD IS AS FOLLOWS :
MODEL:	DANCE DANCE REVOLUTION
GAME APPARATUS ID :	AZD - D43- 521- 150
PAYMENT WITHIN PERIOD:	1,000,000 YEN

## FIG. 14

ITEM	GAME APPARATUS ID	LICENSE METHOD	LICENSE CONTENTS
SET RANGE	FROM 001 TO 009	1: PERIOD; 2 : THE NUMBER OF PLAYING TIMES ; 3 : SALES	IN CASE OF LICENSE METHOD=2, THE NUMBER OF PLAYING TIMES IS 1 TO 9999
EXAMPLE 1	123	2	1500

FIG. 15

